

COMPLETE LISTING OF CLAIMS

- I. (currently amended) A gaming device, comprising:
 - (A) at least one three dimensional figure, the at least one three dimensional figure comprising a plurality of three-dimensional sections;
 - (a) the plurality of three-dimensional sections having a height, a width, and a depth;
 - (b) at least one of the plurality of three-dimensional sections being moveable relative to the other sections;
 - (c) the moveable three-dimensional section comprising a plurality of three-dimensional fractional images;
 - (d) the moveable three-dimensional section being positionable to allow a player to view the plurality of three-dimensional fractional images by moving the moveable three-dimensional section; and
 - (e) wherein when the moveable three-dimensional section is in at least one position, the plurality of three-dimensional sections form at least one whole, integrated three-dimensional image;
 - (B) at least one actuator attached to the moveable three-dimensional section, the at least one actuator configured to move the moveable three-dimensional section;
[[and]]
 - (C) at least one controller in communication with the at least one actuator, the at least one controller being configured to randomly determine a game outcome and to cause the at least one actuator to move the moveable three-dimensional section to

at least partially convey the game outcome to the player; and

(D) a gaming apparatus configured to allow the player to place a wager and play a game of chance, the game of chance comprising the randomly determined game outcome, wherein arrangement of the plurality of three-dimensional sections conveys the randomly determined game outcome.

2. (original) The gaming device of claim 1 wherein the plurality of three-dimensional sections are positioned around a common axis.
3. (original) The gaming device of claim 2, wherein the common axis is substantially vertical.
4. (original) The gaming device of claim 2, wherein at least two of the plurality of three-dimensional sections are moveable about the common axis, each of the at least two moveable sections being attached to the at least one actuator in communication with the at least one controller.
5. (original) The gaming device of claim 4, wherein each of the at least two moveable three-dimensional sections comprise three-fractional images that may, when properly aligned, form three whole, integrated three-dimensional images.
6. (original) The gaming device of claim 2, wherein the moveable three-dimensional section comprises n fractional images that may, when properly aligned, form n whole, integrated images, where n is an integer.
7. (original) The gaming device of claim 1, wherein the at least one whole, integrated three-dimensional image comprises an image of an animal.
8. (original) The gaming device of claim 1, wherein the at least one whole, integrated three-dimensional image comprises an image of a human.
9. (cancelled).

10. (currently amended) The gaming device of claim [[9]] 1, wherein a prize is awarded to the player when the plurality of three-dimensional sections are arranged such that the whole, integrated three-dimensional image is displayed to the player.
11. (original) The gaming device of claim 10, further comprising awarding the player a partial prize based on a number of the plurality of three-dimensional sections that correspond to the whole, integrated three-dimensional image.
12. (original) The gaming device of claim 1 wherein the plurality of three-dimensional sections are made of plastic.
13. (original) The gaming device of claim 1, wherein moving the moveable three-dimensional section changes the orientation of the plurality of fractional images thereon.
14. (original) The gaming device of claim 1, further comprising a sensor in communication with the at least one controller, the sensor configured to detect the position of the moveable three-dimensional section.
15. (original) The gaming device of claim 1, further comprising a primary game, wherein the at least one three-dimensional figure is associated with a bonus game.

16. (currently amended) A method of playing a game, comprising, but not necessarily in the order shown:
 - (A) allowing a player to place a wager on a game of chance;
 - (B) moving at least a first moveable three-dimensional section comprising a plurality of fractional three-dimensional images, each of the fractional three-dimensional images having a height, a width, and a depth;
 - (C) randomly determining an outcome of the game of chance comprising providing a controller using a random number generator to generate a combination of fractional three-dimensional images;
 - (D) selecting at least one of the plurality of fractional three-dimensional images to at least partially convey the outcome of the game of chance to the player;
 - (E) positioning the selected fractional three-dimensional image next to at least a second fractional image so that the player may see the selected fractional three-dimensional image; and
 - (F) awarding the player a prize if the selected fractional image and the second fractional image form a predefined, unitary image.
17. (currently amended) The method of claim 16, wherein step (B) comprises rotating the ~~at least a~~ first moveable three-dimensional section about a rotational axis.
18. (original) The method of claim 17 wherein the rotational axis is vertical.
19. (previously presented) The method of claim 16, further comprising:
 - (A) moving a plurality of moveable three-dimensional sections relative to each other, each of the plurality of moveable three-dimensional sections comprising n fractional images that, when properly aligned, may form n predefined, unitary images; and

(B) awarding a partial prize based on the number of properly aligned n fractional images.

20. (original) The method of claim 16 further comprising allowing the player to play a primary game of chance, wherein steps A-F occur in a bonus game.

21. (currently amended) A gaming device, comprising:
- (A) a plurality of three-dimensional section means, at least one of the plurality of three-dimensional section means being moveable relative to the other three-dimensional section means, the moveable three-dimensional section means comprising a plurality of fractional image means for communicating a randomly determined game outcome, each of the fractional image means having a height, a width, and a depth, wherein when the moveable three-dimensional section means is in at least one position, the plurality of three-dimensional section means form a unitary, predefined three-dimensional image;
 - (B) positioning means for moving the moveable three-dimensional section means; and
 - (C) controller means in communication with the positioning means, the controller means configured to randomly determine the game outcome and to cause the positioning means to move the moveable three-dimensional section means.
22. (original) The gaming device of claim 21, further comprising a sensor means for determining the position of the moveable three-dimensional section means and communicating the position to the controller means.
23. (original) The gaming device of claim 21, further comprising a gaming means for accepting a wager from a player and presenting the player with a game.
24. (original) The gaming device of claim 23 wherein the gaming means includes a primary game and the plurality of three-dimensional section means are associated with a bonus game.
25. (original) The gaming device of claim 21 wherein the moveable three-dimensional section means is rotatable about a vertical rotational axis.
26. (original) The gaming device of claim 25, wherein the rotational axis is substantially

horizontally positioned.

27. (original) The gaming device of claim 21, wherein at least one unitary, predefined three-dimensional image comprises an image of at least one animal.
28. (original) The gaming device of claim 21, wherein at least one unitary, predefined three-dimensional image comprises an image of at least one human.